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AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the

application:

LISTING OF CLAIMS:

1. (Currently Amended) A method comprising:

processing network traffic using a first program, the first program containing a first

interface instance having a first behavior;

detecting a first condition;

generating a second program, the second program containing a second interface instance

having a second behavior, the generation of the second program including selecting the second

interface instance from a plurality of interface instances for inclusion in the second program and

loading the second program for use in processing network traffic; and processing network traffic

using the second program,

wherein generating the second program comprises using a linker to:

interpret a switch statement in a master program to locate the second interface instance;

<u>and</u>

remove one or more interface instances other than the second interface instance from the

master program.

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2. (Original) The method of claim 1, in which the second interface instance is inlined into

the second program, such that it is reachable without executing a jump or branch instruction.

Claim 3 (Cancelled)

4. (Currently Amended) The method of claim 1 [[3], in which the one or more interface

instances other than the second interface instance includes the first interface instance.

Claim 5 (Cancelled)

6. (Original) The method of claim 1, further comprising replacing the first program with

the second program in at least one microengine, wherein the processing of network traffic using

the first and second programs is performed by said at least one microengine.

7. (Original) The method of claim 1, in which the first condition comprises a change in

network traffic.

8. (Original) The method of claim 1, further comprising:

detecting a second condition;

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generating a third program, the third program containing a third interface instance having a third behavior, the generation of the third program including selecting the third interface instance from a plurality of interface instances for inclusion in the third program; and processing network traffic using the third program.

9. (Original) The method of claim 8, in which the third program includes the second interface instance, the second interface instance corresponding to a different interface from the third interface instance.

10. (Original) The method of claim 1, in which generating the second program comprises replacing a subroutine call in a copy of a master program with the second interface instance.

- 11. (Original) The method of claim 1, in which generating the second program comprises removing code from a third program.
- 12. (Original) The method of claim 11, in which the second program is smaller than the third program.
- 13. (Original) The method of claim 1, in which the first program and the second program comprise different versions of the same program.

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14. (Original) The method of claim 1, in which the first program and the second program

are written in an instruction set of a microengine that performs the processing of network traffic

using the first and second programs.

15. (Currently Amended) A computer program package embodied on a computer

readable medium, the computer program package including instructions that, when executed by a

processor, cause the processor to perform actions comprising:

obtaining an identification of a selected implementation of a first interface;

obtaining a first code image containing the selected implementation of the first interface

and one or more other implementations of the first interface, the implementation of the first

interface and the one or more other implementations of the first interface are located in a switch

statement in the first code image;

generating a second code image using a linker to interpret the switch statement and to

remove by removing the one or more other implementations of the first interface from the first

code image and loading the second code image for use in processing network traffic.

Claim 16 (Cancelled)

17. (Original) The computer program package of claim 15, in which the computer

readable medium comprises a memory unit associated with a network processor, and in which

the processor comprises a core processor of said network processor.

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18. (Currently Amended) A system comprising:

a network processor comprising:

a processing core;

one or more microengines; and

a memory unit, the memory unit including code that, when executed by the processing core, is operable to cause the network processor to perform actions comprising:

detecting a first condition;

identifying a first instance of a first interface suitable for handling the first condition;

selecting the first instance of the first interface from a plurality of instances of the first interface; generating a code image that includes the first instance of the first interface; and

loading the code image into one or more of the microengines for execution,

wherein the memory unit further comprises a linker, the linker being operable to interpret a switch statement and to remove unselected instances of an interface from the switch statement.

19. (Currently Amended) The system of claim 18, in which the plurality of instances of the first interface are arranged within a the switch statement in a master code image stored in memory accessible by said processing core.

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20. (Cancelled)

21. (Original) A system as in claim 18, in which the memory unit further includes an

instance resolver, the instance resolver including the code for detecting a first condition and

identifying a first instance of a first interface suitable for handling the first condition.

22. (Original) The system of claim 18, further comprising:

a computer system to enable development of software for use on the network processor,

the computer system including:

a compiler operable to compile a source code program into an object code

program, the compiler being operable to inline said plurality of instances of the first

interface into the object code program.

23. (Currently Amended) A method for performing dynamic resource adaptation, the

method comprising:

identifying a selected interface implementation;

removing one or more other interface implementations from a first code image to form a

second code image that includes the selected interface implementation;

loading the second code image; and

using the second code image to perform one or more network processing tasks,

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the first code image contains a switch statement that includes the selected interface implementation and the one or more other interface implementations, the method further comprising a linker removing the switch statement from the first code image.

Claims 24 and 25 (Cancelled)

26. A system comprising:

a switch fabric; and

one or more line cards comprising:

one or more physical layer components; and

one or more network processors, at least one of said network processors comprising: a processing core; one or more microengines; and a memory unit, the memory unit including code that, when executed by the processing core, is operable to cause the network processor to perform actions comprising: detecting a first condition; identifying a first instance of a first interface suitable for handling the first condition; selecting the first instance of the first interface from a plurality of instances of the first interface; generating a code image that includes the first instance of the first interface; and loading the code image into one or more of the microengines for execution,

wherein the memory unit further includes a linker, the linker being operable to interpret a switch statement and to remove unselected instances of an interface from the switch statement.

Claim 27 (Cancelled).

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28. (Original) A system as in claim 26, in which the memory unit further includes an instance resolver, the instance resolver including the code for detecting a first condition and identifying a first instance of a first interface suitable for handling the first condition.